SEGA

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READYSOFT

READYSOFT PRESENTS AN
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DON BLUTH'S

SPACE ACE®

KIDS TO ADULTS
AGES 6+

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FOR PLAY ON THE SEGA CD™ SYSTEM.

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint–free, soft dry cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE–TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE–SCREEN PROJECTION TELEVISIONS.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

SPACE ACE®

SEGA CD

OBJECT OF THE GAME

The evil Commander Borf is attacking Earth! With the help of his dreaded weapon, the Infanto Ray, Borf will reduce all of humankind to infants and take over the planet.

Only two people have the courage and strength to stop Borf and save Earth: the beautiful Kimberly and the heroic Ace. But as they approach Borf's stronghold, Ace is hit by the Infanto Ray, changing him into a weakling, and Kimberly is kidnapped by the evil madman!

Only you can guide Space Ace and his weak alter-ego Dexter, to rescue Kimberly and defeat Borf. But watch out, many dangers and deadly beasts await as you travel throughout the galaxy chasing Borf from space station to planet and back again! Survive Borf's monsters, rescue Kimberly and finally confront Borf himself in deadly hand to hand combat before the Earth is enslaved forever!

PLAYING SPACE ACE

You do not control all of Ace's actions, rather you control his reactions to the events that happen around him. As you watch the animation, you must decide in which direction Ace should move on the screen and when.

You must use your wit and reflexes to avoid the obstacles of each scene. Each scene will require many attempts to master. In general, flashing items will indicate the direction which you are required to move to use Ace's laser gun if necessary.

To finish a scene successfully you must make moves or press the "FIRE" button when Ace is in danger. Timing is very critical and often you may make the correct move, but at the wrong time. Also, many scenes require more than one move. If you have trouble, watch the animation carefully and move Ace in the safest direction, or if no direction is safe, press the "FIRE" button to use Ace's laser gun.

If you're sure you have made the correct move, make the move a little sooner or a little later. Don't be surprised if Ace doesn't move immediately after you have made a move. You must wait for the animation to finish, and if you made the correct move(s), you will continue onto the next scene.

The game will end if you lose all of your lives or when you defeat Borf in the final confrontation.

In certain scenes you will have the option to "Energize". This allows you to transform from Dexter to Ace. Simply press the "FIRE" button to complete the scene as Ace. You will continue as Dexter if you don't press the button.

CONTROLS

The "START" button will begin the game and once the game has begun, the "START" button can be used to pause the scene. Ace's laser gun is controlled by the "B" button on your control pad. The directions you will need are UP (top arrow), DOWN (bottom arrow), LEFT (left side arrow) and RIGHT (right side arrow) on your "D" (Directional) pad.

STARTING THE GAME

After the CD has been inserted and the "START" button has been pressed, the demo mode will automatically begin. Press the "START" button and the selection screen appears. You have the option to play Space Ace, return to the Space Ace demo or view demos of other ReadySoft titles. Use the "D" (Directional) pad to select these options and press "START". You will know the game has started when you see Kimberly and Ace standing on a cliff. The rock crumbles beneath Kimberly's feet and she begins to plummet until suddenly she is whisked away by a tractor beam into the spaceship of the evil Commander Borf!

PLAYING SCENE ONE

Borf will appear from his space station flying on an anti-gravity platform. He will fire his laser gun at the rocks around young Ace. Just before the third laser shot, move RIGHT and Dexter will jump behind the large rock on the right side of the screen. Borf will fire again hitting the top of the rock. Before Borf shoots at the rock again, move RIGHT and Dexter will jump from behind the rock to the center of the screen. Borf will follow and fire his gun again. Before Borf can shoot, Dexter will jump behind the rock again and you will have finished the scene.

SPACE ACE® HINTS

Note: Your movements may vary depending on whether you are playing as Dexter or as Ace.

KIM IS KIDNAPPED

Dexter must head towards the ship while avoiding the flying droids. When you get to the dirt bashers, wait until the arms have come up before jumping over the holes.

An energized Ace must blast the flying droids while jumping from the crumbling cliffs.

THE BLACK SPHERES

Dexter must navigate the ship through the corridors. When a green sphere appears, blast it!

DODGING THE BEAMS

Dexter must avoid all light beams within the corridors.

Energized Ace must not only avoid the light beams, but watch for the guards as well!

THE PLATFORMS

Dexter must avoid the red light and run through the diamond shaped door. He must energize or jump into the tunnel. Avoid the laser beams by jumping onto the moving platforms.

An energized Ace must shoot the first turret and then jump to the moving platform. Avoid the next blast and destroy all the remaining turrets as you leap from the deteriorating platforms.

THE DOGS AND ROBOTS

Dexter must avoid the alien dogs and laser blasts by dodging them while running towards the ship.

Ace must blast the enemies while avoiding the lasers. Don't be afraid to run when necessary!

THE JUNK PLANET

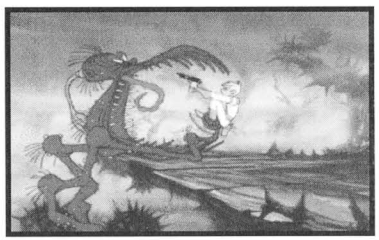
A frantic Dexter must avoid the trash compactors by leaping onto the different trash heaps. Once a dead end nears, blast your way out!

Ace must contend with villainous monsters while staying one step ahead of the compactor.

THE DOG FIGHT

Enter and navigate the tunnels to avoid being shot. Blast enemy ships when they're in your crosshairs.

THE YELLOW PLANET



For Dexter, running away from the various creatures is usually the best way to safety, but if there's no way to run, then shoot!

In your search for a way out, Ace must blast the yellow monster if it steps in your path.

THE DARK SIDE

Dexter and Ace must tangle with their alter egos. This is one battle you're not going to win by force! Just avoid being devoured and dodge the blasts!

THE MOTORCYCLE CHASE

For Dexter and Ace you must get Kimberly back to safety. Avoid the big boys and blast anything else that happens to get in your way!

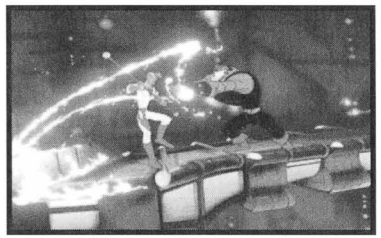
THE ROLLER SKATES

As both Dexter and Ace there is only one way to safety. Watch the turns and be careful of holes!

THE GIANT EELS

Ace must grab onto the water jets and then beware! Blast the big boys and search for the way out. If you run out of air, fear not, for help is nearby!

THE FINAL CONFRONTATION



Dexter must blast his way towards the kidnapped Kimberly. Ace must defeat the evil Commander Borf at hand to hand combat as he protects Kimberly from further harm. Once Kimberly is safe, Ace and Borf must battle it out in this, the final confrontation. Remember to avoid the dreaded Infanto Ray!

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To receive warranty service, contact ReadySoft at:
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